

9 boxes

This system splits the cloth into 9 boxes as follows:

Box #1 – 1, 4, 7, 10
Box #2 – 2, 5, 8, 11
Box #3 – 3, 6, 9, 12
Box #4 – 13, 16, 19, 22
Box #5 – 14, 17, 20, 23
Box #6 – 15, 18, 21, 24
Box #7 – 25, 28, 31, 34
Box #8 – 26, 29, 32, 35
Box #9 – 27, 30, 33, 36

I use the following scorecard in Excel and it auto counts the spins:

SPINS 0	3	6	9	12	15	18	21	24	27	30	33	36
	2	5	8	11	14	17	20	23	26	29	32	35
	1	4	7	10	13	16	19	22	25	28	31	34

So the top part is obviously the cloth and the bottom part is where I mark a '1' every time a particular box is hit – within a 37 spin cycle. But we never get that far into a round as we win before spin 37.

Trigger – when a box has 4 hits it becomes active and you should bet on it – two splits, flat bet the four numbers or bet the dozen they are in. You could start with a parachute of some sort then focus in on the box.

Obviously as more boxes are hit 4 times you bet them too. So the scenario we don't want is loads of boxes being triggered.

A win occurs when you get a fifth hit on one of the nine boxes.

The rationale behind this is you are highly unlikely to get the following spread of hits in 36 spins:

SPINS 36	3	6	9	12	15	18	21	24	27	30	33	36
	2	5	8	11	14	17	20	23	26	29	32	35
	1	4	7	10	13	16	19	22	25	28	31	34
	1	1	1	1	1	1	1	1	1	1	1	1
	1	1	1	1	1	1	1	1	1	1	1	1
	1	1	1	1	1	1	1	1	1	1	1	1

Testing

Using actuals from a file called Dublinbet 4k – I got it from VLS roulette forum if I remember correctly - I have tested 361 rounds of 37 spins (13k spins).

For what it's worth I did the averages in Excel on the 361 tests and:

Average triggers (4 hits) = 26 spins

Average hit/win = 29 spins

Of the tests, the perfect hit pattern above didn't occur - so 'theoretically' all 361 were winners.

I haven't used real money yet, I don't have a big enough bank roll, just been using Excel and fun money.

If someone wants to post me some actual numbers, I am happy to run through an example game.